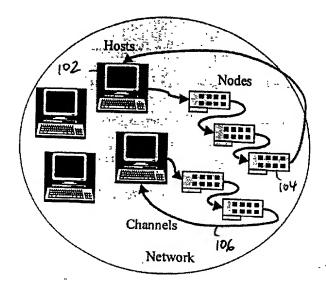
(SLAAC) TECHNOLOGY

100 V

ACCURA CALCE



F16.1

200 2

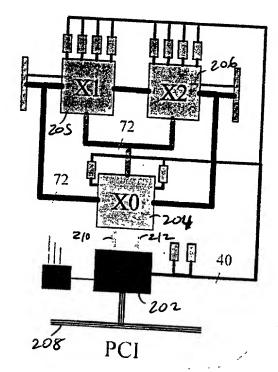


FIG. 2

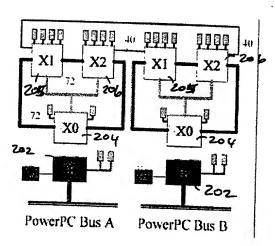
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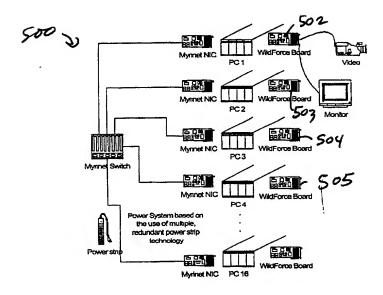
300 2



F19.3

400

```
ACS_NODE nodes[4]; /* user structure to describe nodes */
ACS_CHANNEL channels[4]; /* user structure for channels */
ACS_STATUS status;
                            /* status of ACS API commands */
ACS_SYSTEM ring;
for (int i=0; i<4; i++) { /* build a ring of 4 WildForce boards */
      nodes[i].model = "WF4";
      channels[i].src_node = i;
      channels[i].src_port = 0;
     channels[i].dest_node = (i+1) % 4;
      channels[i].dest_port = 1;
ACS_Initialize(argc, argv, &status); /* must be first API call */
ACS_System_Create(&ring, nodes, 4, channels, 4);
/* user program that accesses "ring" object */
ACS_System_Destroy(ring);
ACS_Finalize();
                                  /* must be last API call */
```



F16. 5

```
for (int i=0; i<4; i++) {
      /* send bitstream for each ACS board */
      ACS_Configure(config[i],i,ring,&status);
      ACS_Clock_Set(clock,i,ring,&status);/* set clock speed
                                                                 */
      ACS_Run(i,ring,&status);
                                           /* start clock
      ACS_Reset(i,ring,&status);
                                           /* send reset signal */
for (int i=0; i<4; i++) {
      /* write initial data to each board's memory */
      ACS_Write(databuf[i],datalen[i],i,brd_addr[i],ring,&status);
      /* then send an interrupt (or inta) signal #1 to the board */
      ACS_Interrupt(i,1,ring,&status);
```

FIG. 6

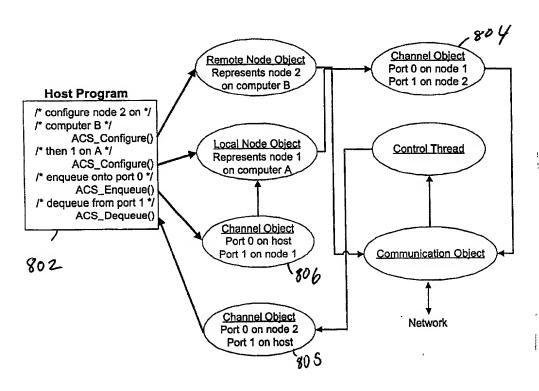
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780 V

```
/* use the ring to process the required number of images */
for (int i=0;i<NUM_IMAGES;i++) {</pre>
     /* send image onto channel associated with port 0*/
     ACS_Enqueue(image[i],IMAGESIZE,0,ring,&status);
      /* get resulting image from channel associated with port 1 */
      ACS_Dequeue(result_image[i],RESULT_SIZE,1,ring,&status);
}
```

F16.7

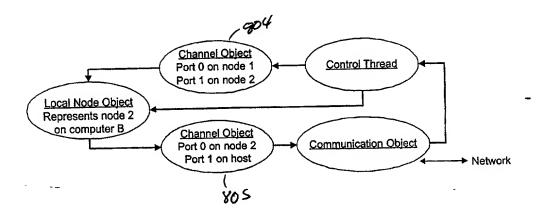


F1G. 8A

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F1G. 8B